

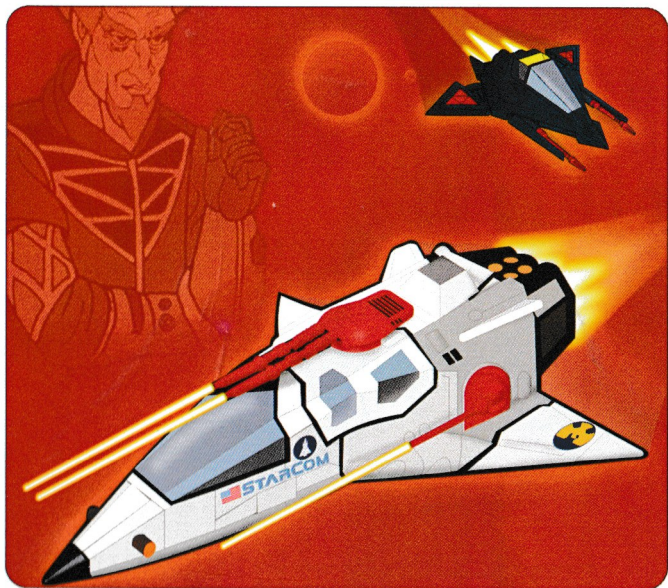
**COLECO  
VISION™**

**CARTRIDGE INSTRUCTIONS**

 **STARCOM™**

THE U.S. SPACE FORCE™

by **COLLECTORVISION**



**Fly into battle to destroy the Shadow  
Force fleet of Emperor Dark!**

**COLECO**

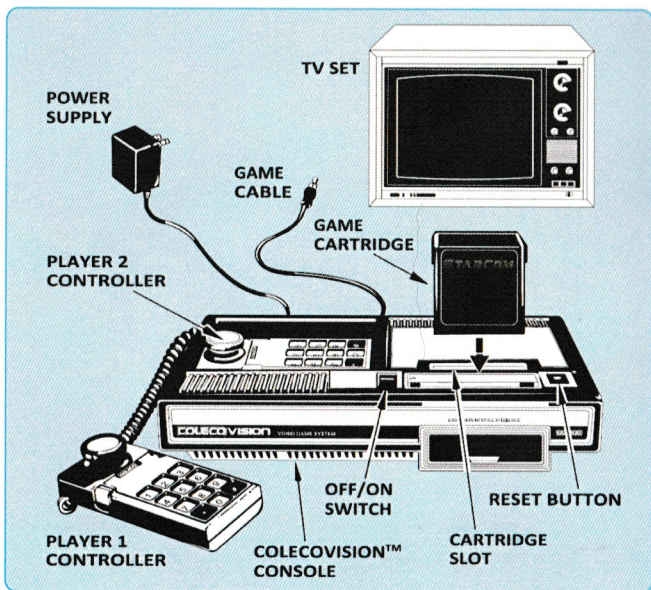
# GAME DESCRIPTION

The nefarious Emperor Dark is trying to take over our Solar system. The Shadow Force legions with their base ships and their fighters are threatening the Earth.

You, as Colonel Paul Derringer also known as "Dash", take the control of a Starmax, a Class 1 Transport Missile Cruiser, to fly into battle to destroy the enemy fleet. You will attempt to stop them in the main asteroid belt between the orbits of Mars and Jupiter.



# GETTING READY TO PLAY

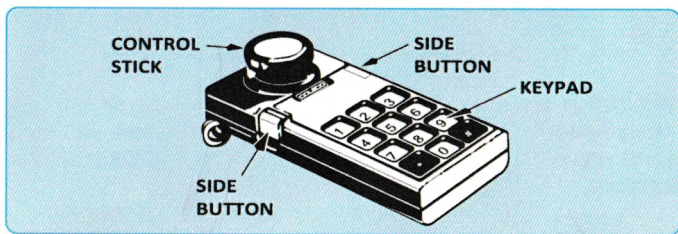


- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Starcom™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

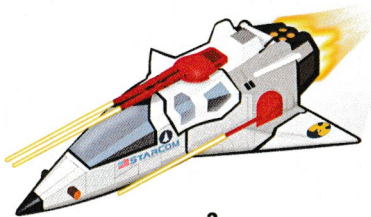
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## USING YOUR CONTROLLER

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1. **Control Stick:** Push the Control Stick in the direction you want to fly your Starmax.
2. **Side Buttons:** Press any side button to fire.



## HERE'S HOW TO PLAY



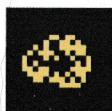
Your aim is to fly around through space in search of the large enemy bases to blow them up. Your ship, a Starmax, can fire in two directions; in front and behind. It can travel in eight different directions.



Mine



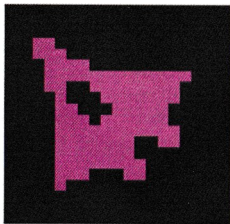
Asteroid



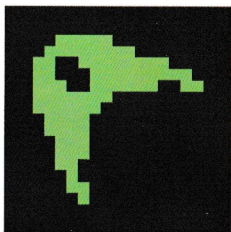
Asteroid

Once at full speed, you can never slow down, so be prepared to maneuver out of the way of obstacles which do not appear on the radar, like mines and asteroids.



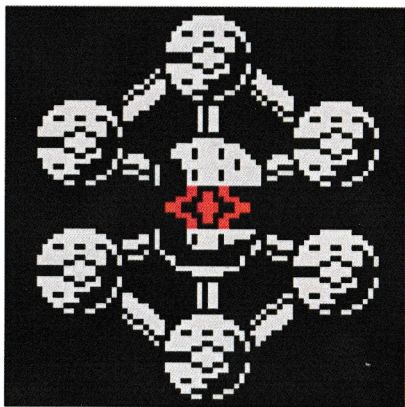


Shadowbat



Shadow Vampire

The enemy battle cruisers, the Shadowbats, and the VTOL fighters, the Shadow Vampires, will try to defeat you.



Enemy base

You've been informed by Admiral Franklin Brickley from the Ring Station of the weaknesses in the enemy bases. You've learned that they can be destroyed with one clean shot to the core or by destroying all six orbs on the outer edge.





E-Type missile

But beware, the bases can shoot at you not only normal missiles, but also E-Type missiles fired directly from their core. These missiles do not turn, they only fly straight, but they are extremely fast and very dangerous if you do not anticipate their launch from the base.

**NOTE:** The Reset Button on the console "clears" the computer. It can be used to start a new game at any time, and can also be used in the vent of game malfunction.

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## SCORING

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	Points
Asteroid	10
Mine	10
Shadowbat	50
Shadow Vampire	50
Hit enemy base	100
Destroy enemy base	1000



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## THE FUN OF DISCOVERY

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This instruction booklet will provide the basic information you need to get started playing Starcom, but it is only the beginning! You will find that this cartridge is full of special features that make Starcom exciting every time you play. Experiment with different techniques and enjoy the game!

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## HOW TO REACH US

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### **CollectorVision**

[www.collectorvision.com](http://www.collectorvision.com)

### **bfg.gamepassion**

[bfg-gamepassion.blogspot.com](http://bfg-gamepassion.blogspot.com)

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## CREDITS

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Program, GFX and Music by Michel LOUVET

Package ©2012 Collectorvision

Made in Canada by Collectorvision

Montreal, Quebec. Printed in Canada

Box and manual by Vincent GODEFROY – [www.colecoboxart.com](http://www.colecoboxart.com)





# STARCOM™

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